Artillery barrage flowchart

Created by, corrections/comments to; rex@valhallagames.net - https://valhallagames.net

v1.2

...once the token has been placed on the battlefield, at the start of each following turn, before drawing any order dice, roll a D6 and consult the appropriate table, even if the observer has been killed. Once either barrage arrives, stop rolling on the charts.

Roll D6 to see if the barrage comes in below (table on page 84)

- 1 → Miscalculation
  Either the observer or the artillery battery has made a terrible mistake in the heat of battle. Move the aiming point token 3D6" a random direction (see below) and then immediately resolve an artillery barrage as described for result 4-6....
- 2-3 → Delay
  The battery is probably busy with another fire mission in another part of the battle. The player making the barrage can move the token up to 12". Roll again at the beginning of the next turn.
- 4-6 → Fire for effect
  The area around the aiming point is plastered with heavy shells, blasting the enemy to smithereens.

Roll D6+6" for the blast radius

Roll a die for each unit friend and enemy, within the blast radius

- 1-5 → On a result of 1-5, the unit is not hit directly but takes D3 pin markers from shock and blind terror. → Finish
- 6 → On a result of 6 the unit takes a hit from a heavy howitzer- place a 4" HE template on the target unit in the same way as for HE shells and resolve hits with a pen value of+4.

Vehicle?

- No → Infantry and artillery can go down to halve the hits taken.
- yes → The vehicle itself takes a single hit, as the unit consists of a single model - roll just once to damage the vehicle using the Pen value of the shell (see page 70)..... ...indirect fire weapons hit the top amour. (-1) (Page 107)

No actual hit roll as previous steps have already determined hit or miss.

Example **hit:**
(on SDK 251 which is 7+ to damage and open toped)

Example dice roll = 2 + 4 Pen = 6 Total
+1 Top armor = 7
+1 Vehicle Open top = 8
8 Hit vs 7+ armor = [normal] hit

Roll on damage results on vehicles chart.

Noting +/- and other factors (above or page 109)

4-6 (Example) → Vehicle destroyed becomes a wreck

Example ***no* hit** → If the vehicle survives, it takes D6 pin markers. (So does any units being carried if it's a transport vehicle) → Finish

Once the template is in position, count the number of models whose bases are under the template (even partially) - that is the number of [successful] hits caused on the target unit

...[roll to damage] with a pen value of+4 (page 69)

No actual to hit roll as previous steps plus template has already determined hit or miss.

If the unit survives, it takes D6 pin markers. → Finish

Transport vehicle?

- Yes → If a transport vehicle is destroyed, each unit onboard suffers D6 hits - roll this number of hits against each unit, apply damage and remove casualties as normal → After damage is resolved, any survivors are immediately forced to dismount. hills. Models forced to dismount must be placed within D6" of their transport, following the rules for regrouping after a close quarters combat, and then go/remain Down. → Finish
- No → Finish

DAMAGE RESULTS ON VEHICLES

Die Roll	Effect
1 or less	***Crew Stunned.*** *The crew is stunned or momentarily overcome by smoke or shock.* Add one additional pin marker to the vehicle. Place a down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the vehicle has one or more turrets, also roll for turret jam.
2	***Immobilised.*** *Part of the vehicle's tracks or wheels are blown apart.* Add one additional pin marker to the vehicle. The vehicle cannot move for the rest of the game. Place a suitable marker or token by the vehicle to show this. If the vehicle has already taken an action this turn flip the order die to Down to indicate it has been brought to a halt. If a further immobilised result is suffered the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle has one or more turrets, also roll for turret jam.
3	***On Fire.*** *The hit ignites either the vehicle's fuel or ammunition. The crew are driven into a blind panic, fearing to be trapped in a burning wreck.* Add one additional pin marker and then make a morale check for the vehicle. If the test is passed the fire has been put out or fizzles out of its own accord. Place a Down order die on the vehicle or change its current order die to Down to show that it is halted and cannot take a further action that turn. If the test is failed, the crew abandon the vehicle and it is considered knocked out (see below). If the vehicle survives the test and has one or more turrets, also roll for turret jam.
4, 5 or 6	***Knocked Out.*** *The vehicle is destroyed and becomes a wreck.* Mark the vehicle in some fashion to indicate it is wrecked – a blackened cotton ball and/or an upside-down turret work quite well. Some players like to use models of wrecked vehicles instead. Either way, vehicle wrecks count as impassable terrain. If players prefer not to bother with wrecks, destroyed vehicles can be removed altogether, perhaps blown apart by an internal explosion leaving only scattered debris.

Superficial Damage (armoured vehicles only) – Roll D6–3
Full Damage – Roll D6
Massive Damage – Roll two results (see below)
Open-topped hit by indirect fire – Add +1